

GAME BOY ADVANCE

AGB-BH9E-USA

# TONY HAWK'S AMERICAN SK8 LAND



INSTRUCTION BOOKLET

ACTIVISION



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**THIS GAME PAK WILL WORK ONLY  
WITH THE GAME BOY® ADVANCE OR  
NINTENDO DS™ VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE  
WHICH REQUIRES A GAME BOY® ADVANCE  
GAME LINK CABLE.**

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**Rev-D (L)**



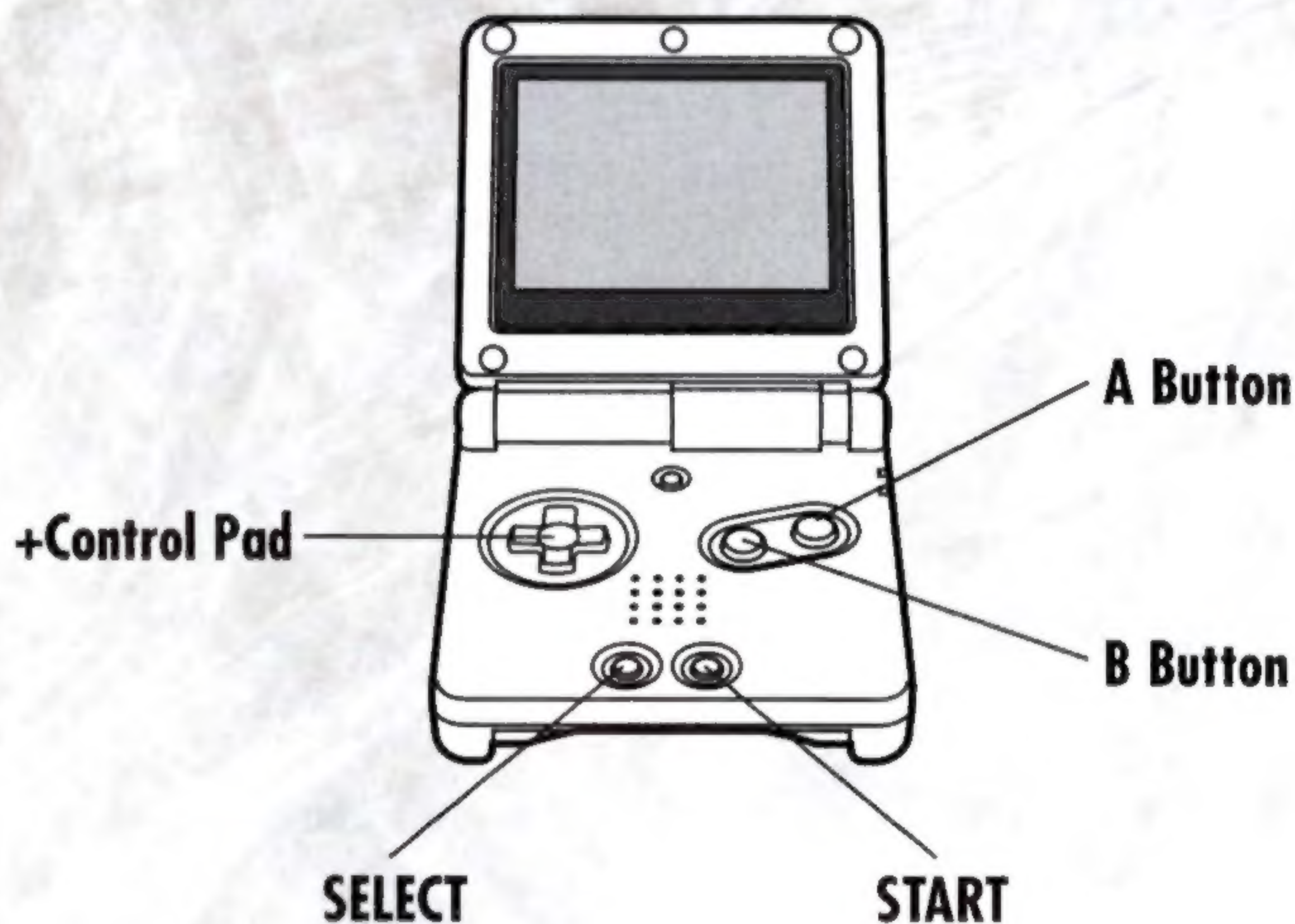
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# GETTING STARTED

- Make sure the power switch is OFF.
- Insert the *Tony Hawk's American SK8Land*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch **ON**.
- To select menu options, press **↑** and **↓** on the +Control Pad to navigate. Highlight the desired option and press the **A** Button to accept and the **B** Button to go back.





# CONTROLS

All of the following instructions refer to the default control scheme. To change default settings, see page 11.

**Ollie (or Jump)** To ollie, press and hold the **B** Button to crouch, release it to jump. The longer the crouch, the higher the ollie. Crouching also makes you move faster.

**Grab Tricks** To do grab tricks, press the **R** Button plus a direction on the +Control Pad when in the air. To earn more points, simply hold onto the grab longer while in the air.

**Flip Tricks** To do flip tricks, press the **L** Button plus a direction on the +Control Pad when in the air.

**Grind** To grind, press and hold the **A** Button when in the air near a rail, edge or lip. Press **←** and **→** on the +Control Pad to balance.

**Lip Tricks** To do lip tricks, skate straight up to a lip and press the **A** Button plus a direction on the +Control Pad. Press **↑** and **↓** on the +Control Pad to balance.

**Manual** To manual, press **↓↑** or **↑↓** on the +Control Pad while on the ground or when landing after a revert. Press **↑** and **↓** on the +Control Pad to balance.



- Revert** Press the **R** Button when landing to “revert” from a vert air combo back to a ground combo without landing the trick.
- No Comply** To no comply, press **↑** on the +Control Pad while pressing and releasing the **B** Button. These moves allow higher jumps.
- Boneless** To boneless, press **↑↑** on the +Control Pad while pressing and releasing the **B** Button.
- Nollie** To move into the nollie position, press the **L** Button when on the ground.
- Switch Stance** To change from normal stance to switch stance, press the **R** Button when on the ground.
- Wallride** To wallride, press and hold the **A** Button when in the air near a wall, sign, building, etc.
- Wall Plant** To wall plant, jump toward the wall and press the **A** Button.
- Spine Transfer** To transfer over a spine (two quarterpipe ramps placed back-to-back), press the **L** and **R** Buttons when launching off one side of the spine.



- Skitching** To skitch (get pulled behind a vehicle), press **↑** on the +Control Pad when directly behind a vehicle. Press **←** and **→** on the +Control Pad during a skitch to balance the skater.
- Quick 180°s** To quickly turn 180° while in the air, double-tap **←** or **→** on the +Control Pad.
- Bert Slide** Press and hold the **L** Button while in a manual and press **←** or **→** on the +Control Pad to turn sharply.
- Natas Spin** To spin on a fire hydrant, ollie over one and press the **A** Button while above it.
- Running** You can get off your skateboard by pressing **↓** on the +Control Pad and holding it until your skater gets off the board. Then press and hold the **A** Button to run. Press **←** or **→** on the +Control Pad to “steer” your skater when you run. Press the **B** Button to jump back on your board.
- Run Out** You can link tricks together by doing a “run out.” While in a trick link, jump by pressing the **B** Button. While in the air, press the **A** Button twice quickly. You’ll now be in running mode and have five seconds to start another trick by pressing the **B** Button and then the trick you want to perform.



# SPECIAL METER & SPECIAL TRICKS

In the top left-hand corner of the screen below your score, you'll see the Special Meter. Bust tricks without bailing to bump up your Special Meter. Once your Special Meter is full, it'll flash, letting you know you can pull off special tricks that you normally cannot. Special tricks are performed using multiple direction presses on the +Control Pad with the corresponding face button.

## THE GAME MODES

### Story Mode

In this mode, you are presented with story-specific missions. To progress through the game and see all the city and skate spots, you need to complete these missions. Missions are presented to you by various characters located in and around the city. Characters who are ready to give you a mission have a red circle under their feet, indicating you can talk to them and receive your next mission. To start a mission, skate up next to the character and press the **L** Button.



## **Classic Mode**

Classic Mode is the traditional way players learned to play the *Tony Hawk's Pro Skater*® games. There's a two-minute timer and a list of ten goals, including: High Score, Pro Score, Sick Score, Skate Letters, Combo Letters, Secret Tape and more!

## **Head-2-Head**

When you and a friend are ready to go head-2-head, this mode offers many different two-player games.

*Note: Hotseat games may be played between two players sharing only one Game Boy® Advance system.*

*Linkplay games require that both players have a Game Boy® Advance system and a copy of Tony Hawk's American SK8Land™, and one Game Link® Cable. (Please see page 14 for Game Link information.)*



## MULTIPLAYER GAMES (HEAD-2-HEAD)

**H.O.R.S.E.** is played as a Hotseat game (no Game Boy® Advance Game Link® Cable is used; the Game Boy® Advance system is passed to the next player when the first player has finished his/her round). In H.O.R.S.E., the objective is to get a bigger combo score than the previous skater. The player who gets a lower score on a single combo line gains a letter in the word "H.O.R.S.E." Once a player has collected all 5 letters, they lose.

**Trick Attack** is both a Hotseat (no Game Boy® Advance Game Link® Cable is used) and a linkplay game (Game Boy® Advance Game Link® Cable required). In Trick Attack mode, the object is to gain a higher overall score than your opponent. After a timed run, the skater with the most points wins.

**King of the Hill** is a linkplay game (Game Boy® Advance Game Link® Cable required). Find the crown placed in a random spot in the level. Once the crown is found, the skater who keeps the crown the longest is the winner. You can lose the crown by getting tagged or by bailing. The skater with the longest trick combo line slows the other player down. So keep possession of the crown while you continue doing tricks.



**Tag** is a linkplay game (Game Boy® Advance Game Link® Cable required). Tag is quite similar to King of the Hill but there's no crown, so you're not penalized for bailing. The other difference is that the only skater who can slow the other one down is the one who's currently "it."

**Scavenger** is a linkplay game (Game Boy® Advance Game Link® Cable required). In this mode, compete to see who can accomplish the goals from Classic mode the fastest. The first skater to beat a goal gets the credit for it, and the one with the most goals completed within the set time limit wins.

## OPTIONS

**Sound:** Change the levels of the sound effects and music.

**Controls:** Customize your controls.

**Delete Game:** Delete a saved game.

**Credits:** See all the people who made the game.



# THE PAUSE MENU

**Continue:** Select Continue to resume the game.

**Change Area:** Select this option to change the area you are playing to another area that's already been unlocked.

**Skater Progress:** Select this option to view your skater's current stats, tricks learned or goals completed.

**Options:** Choose Options to adjust the sound options or to put your game into Sleep Mode.

**Quit:** Select this option to go back to the Main Menu.

# SAVING THE GAME

Don't worry! Any time you do something worth saving, for instance, change clothes, move to a new area or complete a goal, the game saves your progress for you!



# THE AREAS

## **Cohoes**

Upstate New York? This is where it all started—you learned to skate on these ramps and rails. Today is the Tony Hawk Hometown Skate Park Tour. Hope you get to meet him!

## **Hollywood**

Holy Cow! So many stars! This place is crazy! The Walk of Fame! The Hollywood sign! The Sunset Strip! So many landmarks! Your friends will never believe you got to skate here.

## **School Yard**

This is one fancy school! Kids with designer clothes, cell phones. And the cars! What's with the lights on the bottom? This is like no school you're used to. Bet you could show these kids a few skate tricks, though.

## **Downtown**

This city is huge! So many stores! So many people! And what's with all the coffee shops?



## **Vans Skatepark**

WOW! THE Vans Skatepark! So many greats have skated in this historic location! And the skate shop has some pretty sweet stuff in it. Hope you can live up to the standards of the kids skating here.

## **San Francisco**

Rice anyone? The hills, the streetcars. And that bridge is huge! Can't wait to make a run down the hills in this city.

## **The Warehouse**

American SK8Land? This place used to be amazing according to Mindy and Tony. You know there are some surprises still left in this old place.

# **CONNECTING GAME BOY® ADVANCE GAME LINK® CABLES**

## **What You'll Need**

- Two Game Boy® Advance systems (one for each player).
- One *Tony Hawk's American SK8Land™* Game Pak per Game Boy® Advance system.
- One Game Link® Cable.

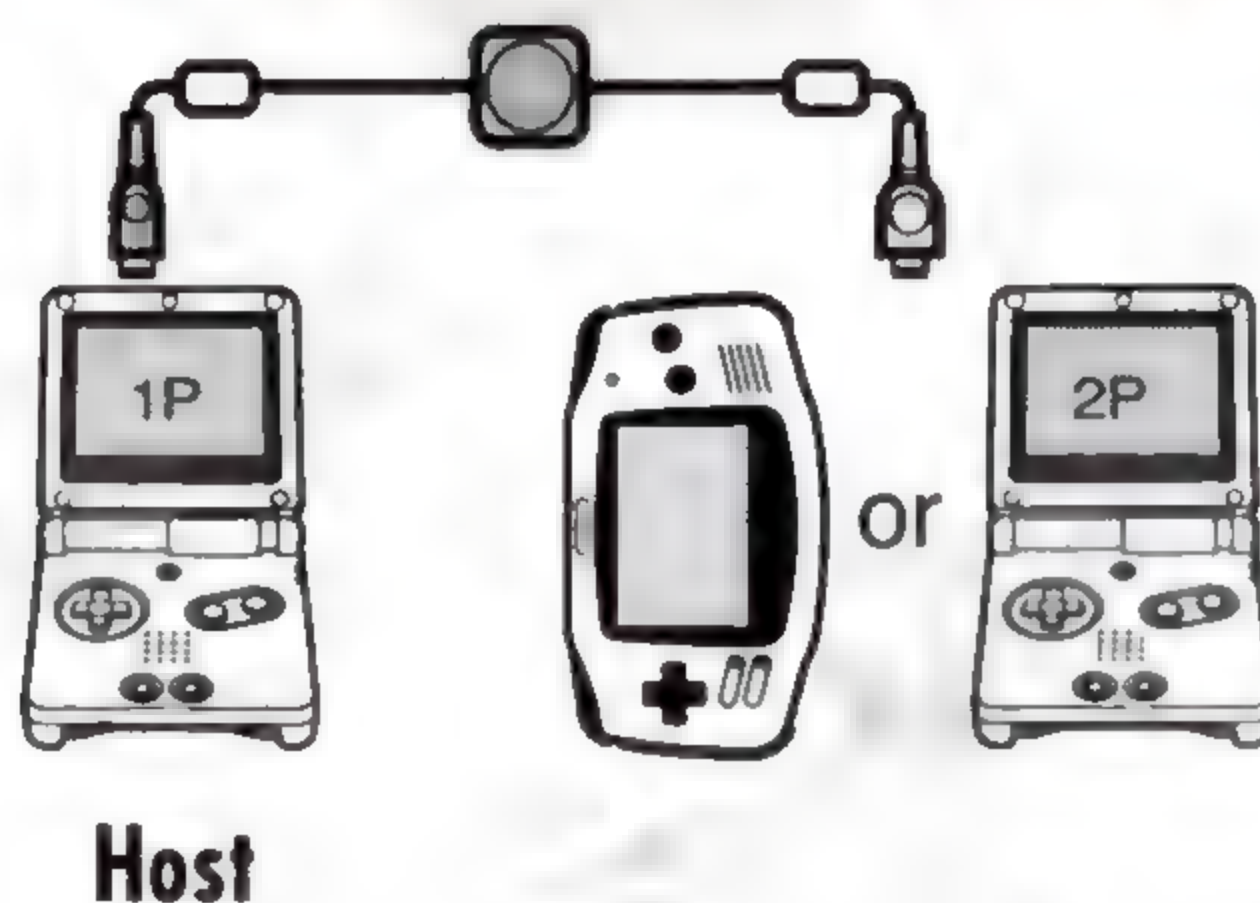


## Connecting the Cables

1. Check that the POWER switch on each Game Boy<sup>®</sup> Advance system is set to the OFF position. Insert a Game Pak into each Game Boy<sup>®</sup> Advance system.
2. Link the Game Link<sup>®</sup> Cable to each Game Boy<sup>®</sup> Advance system, making sure the host has the smaller of the Game Link<sup>®</sup> Cable ends plugged into his or her Game Boy<sup>®</sup> Advance system.
3. Turn the POWER switch on both Game Boy<sup>®</sup> Advance systems to the ON position.

Please refer to the following diagram for the correct linking configuration.

### Proper Connection Scheme Diagram





## **Important Warning**

You may experience communication failures and other problems if any of the following occur:

- Use of a Cable other than the Game Boy<sup>®</sup> Advance Game Link<sup>®</sup> Cable.
- Failure to securely plug the Game Link<sup>®</sup> Cable into the Game Boy<sup>®</sup> Advance system.
- Unplugging Game Link<sup>®</sup> Cables from one or more Game Boy<sup>®</sup> Advance systems before the communication process is complete.
- Failure to connect the Game Link<sup>®</sup> Cables to the Game Boy<sup>®</sup> Advance systems as shown in the diagram.



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**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, [legal@activision.com](mailto:legal@activision.com).







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